In the Claims

Claims 18, 20-35, 57-58, 60, and 69-71 remain in the Application and are listed below.

1. – 17. (Canceled)

18. (Previously Presented) A game console comprising a processor and a hard disk drive coupled to the processor, wherein the hard disk drive stores a console application to which the game console boots, and wherein the hard disk drive is configured to store application data such that data associated with a first application is inaccessible to other applications.

19. Canceled.

20. (Previously Presented) A game console as recited in claim 18 wherein the hard disk drive is further configured to store saved game data such that saved game data associated with a particular game is stored separately from saved game data associated with other games.

21. (Previously Presented) A game console as recited in claim 18 wherein the hard disk drive is further configured to store saved game data in a user data region and configured to store application-related data in an application data region.

22. (Previously Presented) A video game system, comprising:

a processor; and

a hard disk drive coupled to the processor, the hard disk drive having:

a first region to store user data that includes game data saved by a user of the video game system when the processor executes a video game;

and a second region to store application data that includes data specific to the video game executed by the processor, wherein user data associated with the video game is segregated from user data associated with other video game applications and wherein the application data associated with the video game is segregated from application data associated with other video game applications.

23. (Previously Presented) A video game system as recited in claim 22 wherein the user data includes saved game data.

24. (Previously Presented) A video game system as recited in claim 22 wherein the application data includes data to be used during future executions of the associated application.

25. (Previously Presented) A video game system as recited in claim 22 further including a console application stored on the hard disk drive, the console application being configured to generate a list of user data stored in the first region.

26. (Previously Presented) A video game system as recited in claim 22 wherein the disk drive is configured to store a list of recently used nicknames.

27. (Previously Presented) A method comprising:

identifying a game identifier associated with a video game installed in a game console, wherein the game console contains a hard disk drive;

determining portions of the hard disk drive that are associated with the video game based on the game identifier; and

preventing the video game from accessing portions of the hard disk drive that are not associated with the video game.

28. (Previously Presented) A method as recited in claim 27 further including saving a current state of the video game to the hard disk drive in response to a save game request.

29. (Previously Presented) A method as recited in claim 27 further including retrieving a list of saved games associated with the video game installed in the game console.

30. (Previously Presented) A method as recited in claim 27 further including:

retrieving a list of saved games associated with the video game installed in the game console; and

displaying the list of saved games to a user of the game console.

31. (Previously Presented) A method as recited in claim 27 further including:

retrieving a list of saved games associated with the video game installed in the game console;

displaying the list of saved games to a user of the game console; and

executing the video game using saved game data selected by the user of the game console.

32. (Original) A method as recited in claim 27 further including retrieving a list of recently used nicknames.

33. (Previously Presented) A method as recited in claim 27 further including retrieving a list of recently used nicknames associated with the video game installed in the game console.

34. (Previously Presented) A method as recited in claim 27 wherein determining portions of the hard disk drive that are associated with the video game based on the game identifier comprises:

determining a portion of a user data region on the hard disk drive that is associated with the video game that includes game data saved by a user of the game console when executing a video game; and

determining a portion of an application data region on the hard disk drive that is associated with the video game and that includes data specific to the video game installed in the game console.

35. (Original) One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 27.

36. – 56. (Canceled)

57. (Previously Presented) A computer-readable medium for a game console comprising computer-executable instructions that, when executed, direct the game console to:

associate user data with a first region of a hard disk drive contained in the game console;

associate video game application data with a second region of the hard disk drive;

allow a video game application to access particular portions of the first region that are associated with the video game application;

allow the video game application to access particular portions of the second region that are associated with the video game application; and

prevent the video game application from accessing portions of the first region and the second region that are associated with other applications.

58. (Previously Presented) A computer-readable medium as recited in claim 57 wherein the computer-executable instructions further direct the game console to allow the video game application to access data in a portable memory unit coupled to a controller, wherein the controller is coupled to the game console.

59. Canceled.

60. (Previously Presented) A computer-readable medium as recited in claim 57 wherein the video game application receives user input from a controller coupled to the game console.

61. - 68. (Canceled)

69. (Previously Presented) A game console comprising:

an input port for receiving input from a controller operable by a player to generate video game control signals;

an output port for outputting a display of three-dimensional video game play graphics for a television;

a processor for executing instructions of a video game program;

a controller system coupled to said input port and to said processor for executing commands related to the video game control signals;

a portable media reader for optically reading media to be executed by the processor so as to output to the output port a display of graphics in accordance with the media; and

a fixed disk in a non-removable hard disk drive in communication with the processor, the fixed disk including a boot sector for storing boot instructions to boot the processor to load an initial program, wherein:

upon booting the processor to load the initial program, the execution of the initial program by the processor outputs to the output port a display of a user interface that provides a prompt for selecting media to execute on the game console, wherein the processor will not boot without initially loading the initial program read from the fixed disk; and

processor executes instructions that are read from the selected media by the portable media reader.

70. (Previously Presented) The video game system console as defined in Claim 69, wherein the initial program is initially loaded from the hard disk drive upon booting the processor such that, prior to the portable media reader reading media containing video game instructions, a display containing the prompt is output to the output port.

71. (Previously Presented) The method as defined in Claim 69, further comprising:

identifying an identifier associated with the media;

determining portions of the hard disk drive that are associated with the identifier; and

preventing access to portions of the hard disk drive that are not associated with the identifier.